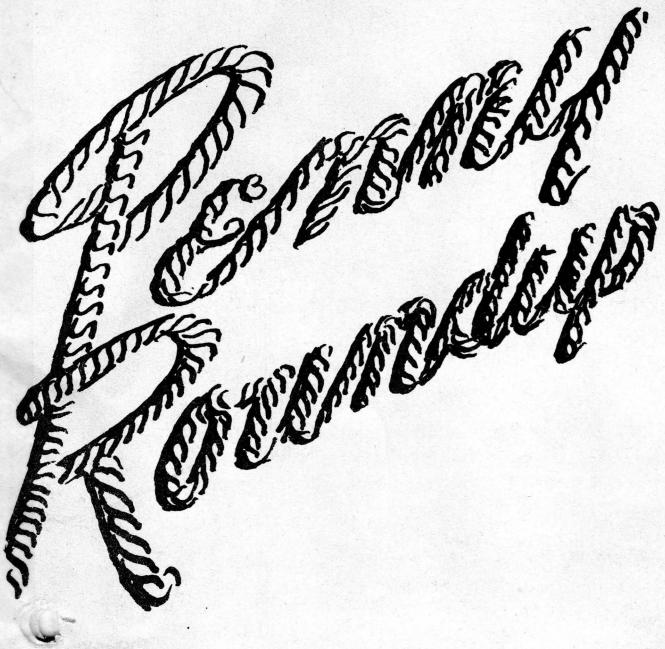
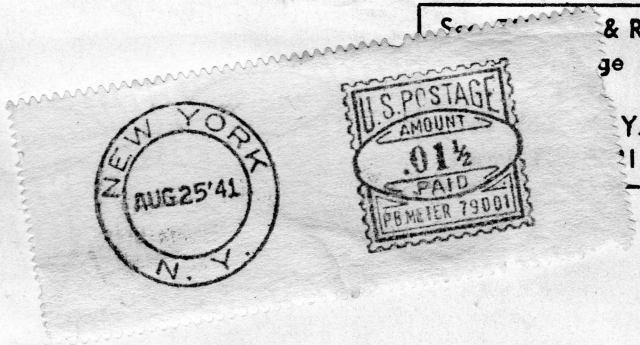
MIKE MUNVES CORP.
593 — 10th Ave. New York City





Mr Don D. Rodenbaugh
3041 Costa Place
Long Beach
Calif.

POSTMASTER: If addressee is removed and new address is known, notify sender on Form 3547, Postage for which is Guaranteed.

This catalog has been compiled to assist you in furnishing and laying out your Penny Arcade or Modern Sportland. Each machine listed herein is described with floor space size. The first dimension on each illustration is the width. The second is the depth... For example, KISS-O-METER 22"x17" means that the machine is 22 inches wide by 17 inches deep. This will assist you immeasurably in estimating the location and the number of machines you may require for your space.

Many of the machines herein illustrated are not marked with prices. The reason for this is the constant fluctuation of these machines on the market. Where the notation "Write" appears in the text, your inquiry will give you the latest quotation on the machine. ALL PRICES ARE SUBJECT TO CHANGE WITHOUT NOTICE.

All machines which are reconditioned have "R" following the price. New machines have the letter "N". Machines marked with both letters are available both new and reconditioned.

Please remember that special prices will be quoted on all quantity buys.

Our terms are: 1/3 deposit with order and the balance C.O.D. The above are domestic terms. Foreign terms are Net Cash with orders.

Send 10c in stamps or coin for our special booklet "PROFITS IN PENNIES" on the operation of Modern Penny Arcades and Sportlands. Use coupon below.

GENTLEMEN:

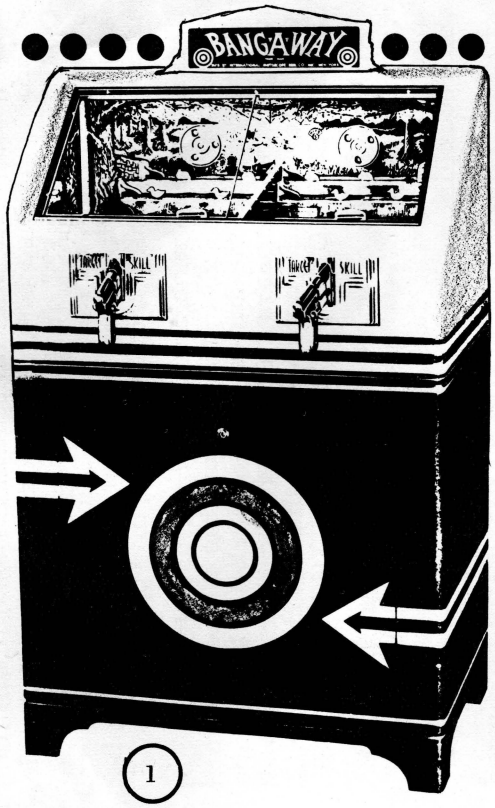
Please send me your booklet "PROFITS IN PENNIES" on how to operate a Penny Arcade or Sportland.

Name: .....

Address: .....City.....State.....

Check the following:	Yes	No
I operate a Penny Arcade or Sportland	☐	☐
I intend to open a Penny Arcade or Sportland	☐	☐
I operate a Hotel Playroom	☐	☐
I operate a Roadside Eat, Rest and Play Center	☐	☐
I am operating Phonographs	☐	☐
Scales	☐	☐
Vending Machines	☐	☐
Pin Games	☐	☐
Others	☐	☐

GUNS



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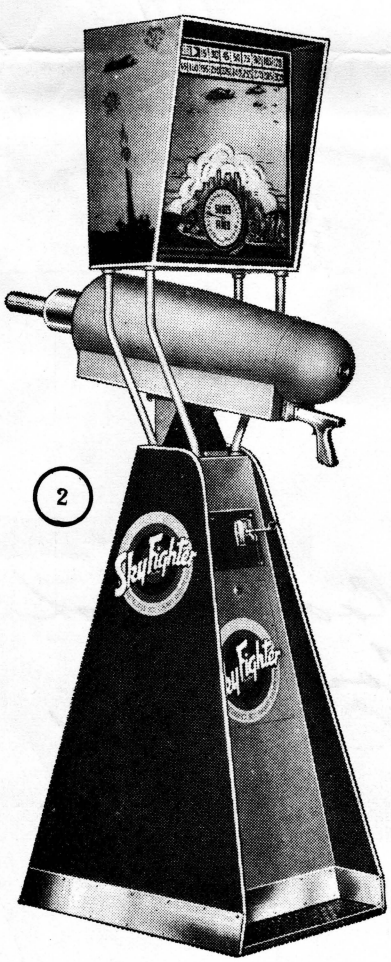

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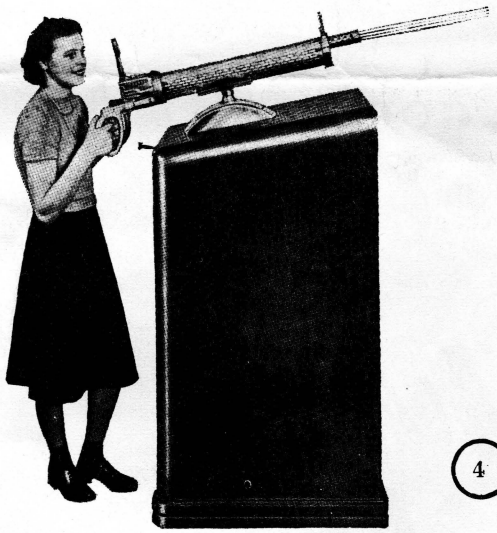

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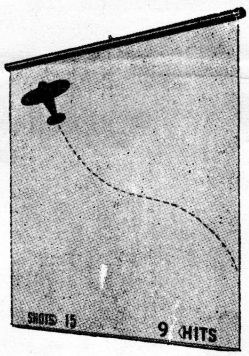


1—BANG-A-WAY—Two pistol cabinet with electrically driven moving targets. Available new and used. 36x30.

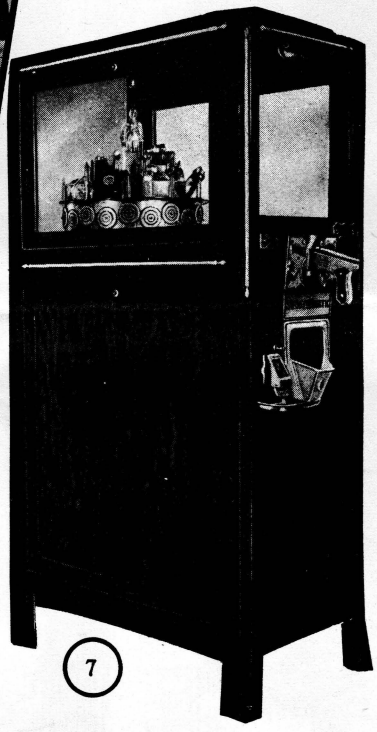
2—SKY FIGHTER—Anti-aircraft defense reduced to a science. Player fires at little planes enclosed in gun barrel. Each hit makes the plane flare red and the hits score on the backboard above the players head. Write for price. 24x24.

3—PARACHUTIST—Late model electric ray gun. Falling parachutists with electric cells are fired at by player. Each hit registers in turret at top of machine. Write. 36x16.

4—KEENEY ANTI-AIRCRAFT GUN—Life-like machine gun mounted on wooden cabinet fires at plane flying across screen. Hits and shots register on screen. Write for price. 22x32.

GUNS

6



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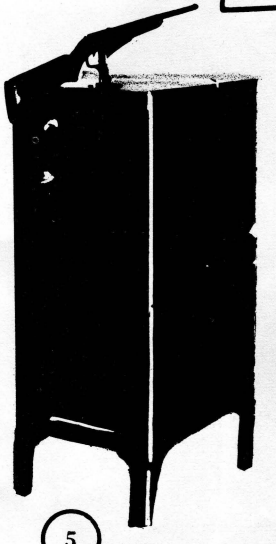
5—RADIO RIFLE—Target is projected by piece of film on separate screen. Each shot punctures film at point where bullet would have hit. Perforated film is vended to player as souvenir. $49.50. 19x26.

6—BALLY DEFENDER — Miniature plane crosses cabinet. Player sights "tommy gun" through reverse lens which makes the plane seem miles away. Electric beam fires at cell in plane. Hits register on score board. Write.

7—SHOOT-O-MATIC—Player fires at small targets. A hit "on the button" releases the prize displayed on the rotating drum. $125.00 R. 21x34.

8—EXHIBIT AUTOMATIC PISTOL RANGE —Two pistols set in a cabinet fire steel balls at moving targets. $100.00 R. 36x27.

9—BALLY RAPID FIRE—Little submarine in cabinet has electric eye cell in conning tower. Player fires "tommy gun" at sub as it dives and rises. Hits register on cabinet. Exciting play. Write.



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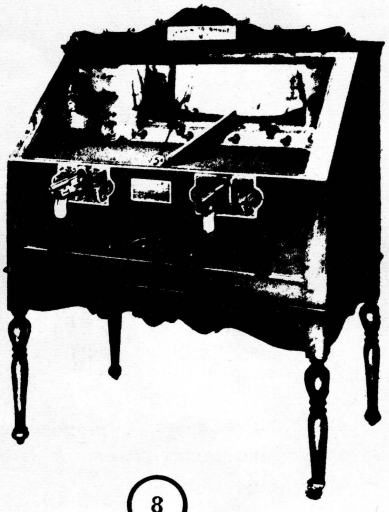

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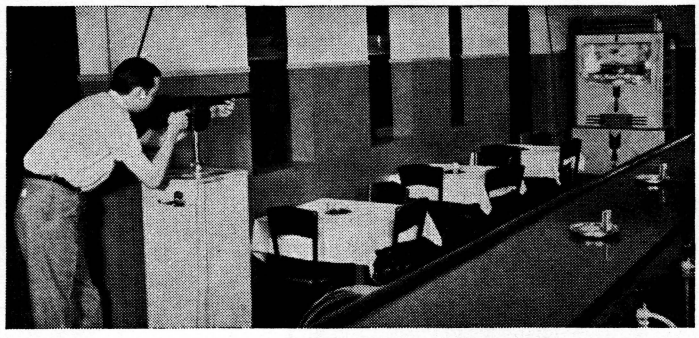


The target is a miniature submarine which 'sails' back and forth, diving 'under water' at mystery intervals. The gun is said to shoot 100 shots in 15 seconds.

PICTURES AND NOVELTIES

9A — A. B. T. CHALLENGER — Ten Shot pistol fires at stationary targets. Each hit registers by ball dropping in enclosed hood. $29.40 N.

9B—A.B.T. BIG GAME HUNTER —Five shot pistol machine firing at three stationary targets. When target is hit, reel is released. Player must start all three reels for score to show. $41.40 N.

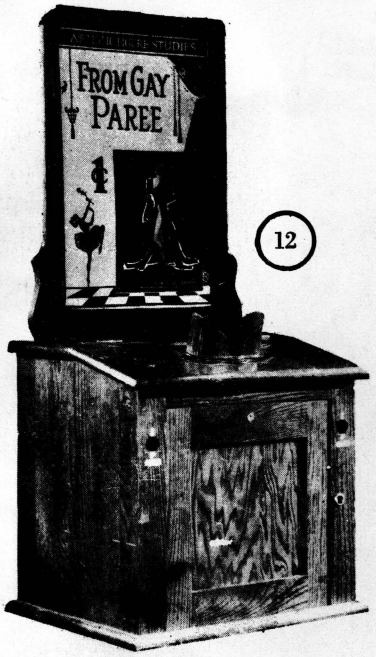
9C—A.B.T. MODEL F (TARGET SKILL)—Ten shot pistol fires at metal balls that rise. Every hit registers ten points at the top of the machine on a progressive scoring reel. Machine has tilt arrangement and meter to check hits. $35.40 N.

10—PHOTOMATIC— Automatic camera takes and develops 1 framed picture in one minute. No operator necessary. Write. 28x32.

11—KIDDIE SIZE MUTOSCOPE —Child size mutoscope for table or low stand operation. $22.50 R. with new reel, sign and frame $34.50 R. 11x15.

12—PORTABLE DROP PICTURE MACHINES FOR CARNIVALS, $20.00. 17x20. SEE DROP PICTURE MACHINES.

13—COCKEYED CIRCUS — Six little peep shows, funny, appealing and interesting. What Every Man Must Avoid, What Every Woman Must Not Avoid, Back to Nature, The Sultan's Harem, The Fan Dance, and See Yourself as Others See You. All six machines comes with large attractive banner. Each machine $45.00. Six machines only with banner $270.00. Base only for 2 machines $15.00. 36x15 unit of two.



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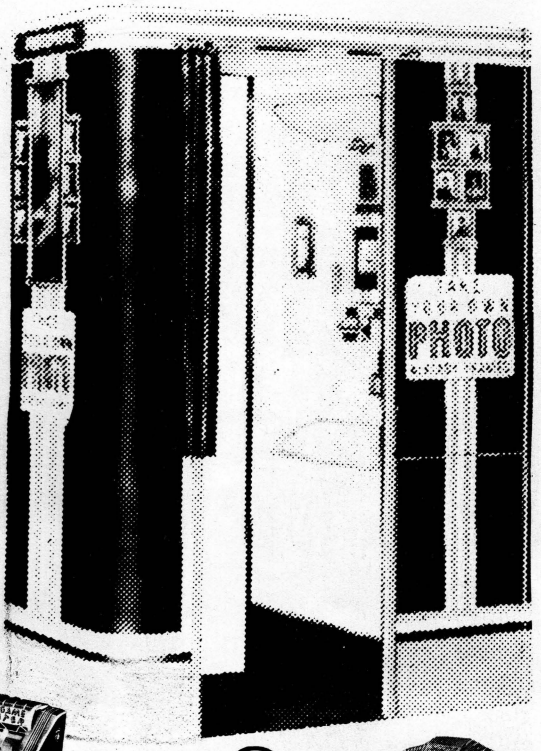

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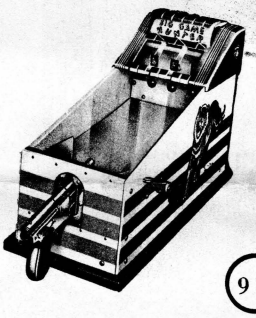

9 B

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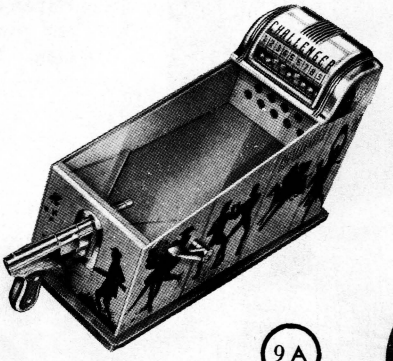

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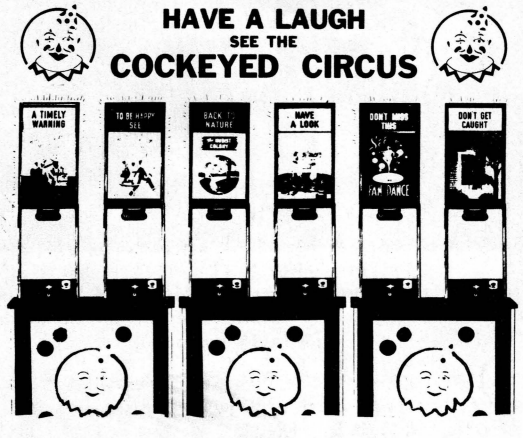
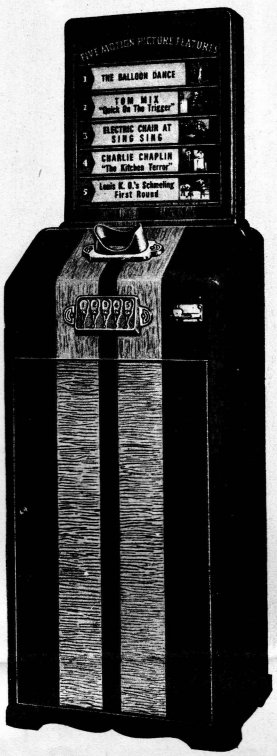


13

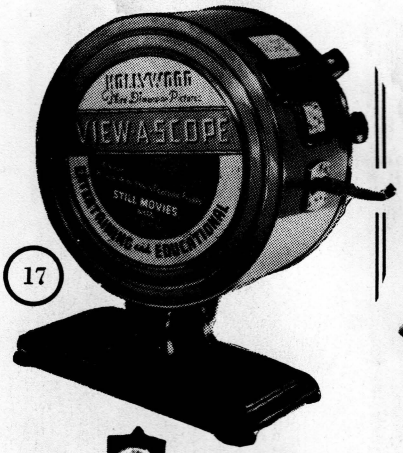
MISCELLANEOUS

GYPSY PALMIST
GYPSY PALMIST
A LOOK INTO THE FUTURE
1¢
25
DIFFERENT READINGS FOR EACH HAND
ONE READING ONE CENT
Learn Your Character
KNOW WHAT TO CULTIVATE. HOW TO AVOID HOW TO SUCCEED HOW TO MAKE GOOD
Knowledge is Power!

20


FIVE MOTION PICTURE FEATURES
1 THE BALLOON DANCE
2 TOM MIX "Quick On The Trigger"
3 ELECTRIC CHAIR AT SING SING
4 CHARLIE CHAPLIN "The Kitchen Terror"
5 Louis K. E.'s Schmeling First Round

16



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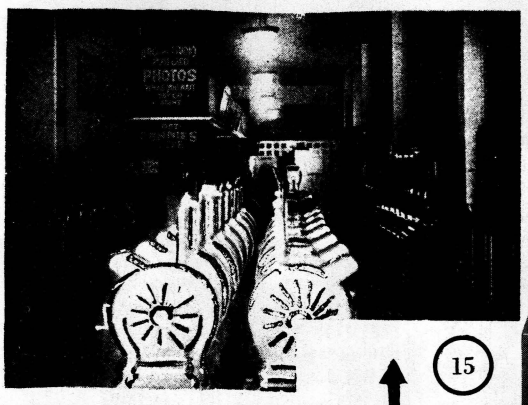
14—FLOOR SIZE DROP PICTURE MACHINES—Old-time arcade favorite. Fifteen pictures shown for each coin in stereopticon viewer. Counter or floor size. $20.00. 19x20.

16—MUTOSCOPE SELECTO—Selective, electrically operated mutoscope with five choices one for each coin. Reels are smaller in size than regular Muto and cannot be interchanged. Wide selection. Write. 22x22.

17—VIEW-A-SCOPE—New third-dimensional still photo show. Uses Eastman Kodak reel of film. Wide selection of subjects. Counter size. $29.95 N. 18x12.

18—INTERNATIONAL IRON MUTOSCOPE — Adult size mutoscope machine on light stand. $22.50 R. with new sign, reel and frame $34.50. 18x18.



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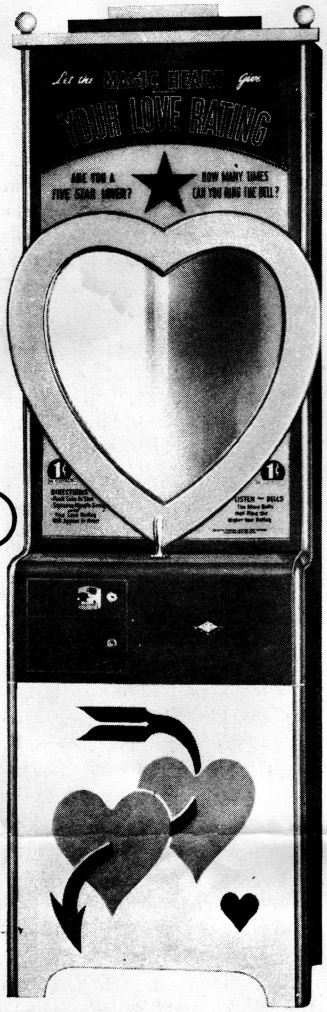
15—D. & L. MUTOSCOPE—Heavy cast iron mutoscope. Solidly constructed. Adult size. $22.50 R. With new sign, reel & frame $34.50. 19x19.

19

19—VISTASCOPE—Five set drop picture machine. Each penny played shows one set of 12 pictures. Counter size, or mounted on stand. Gets five pennies on each play for full showing. $32.50. 10x12.

20—GYPSY PALMIST—Automatic palm reader vends card with fortune according to type hand.

FORTUNE TELLING MACHINES



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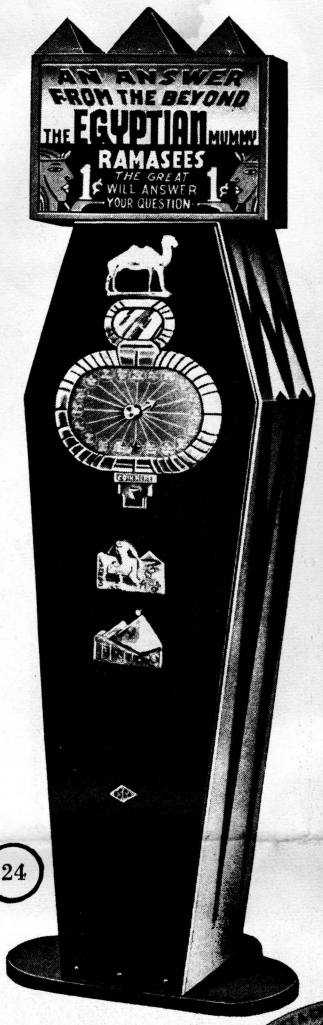

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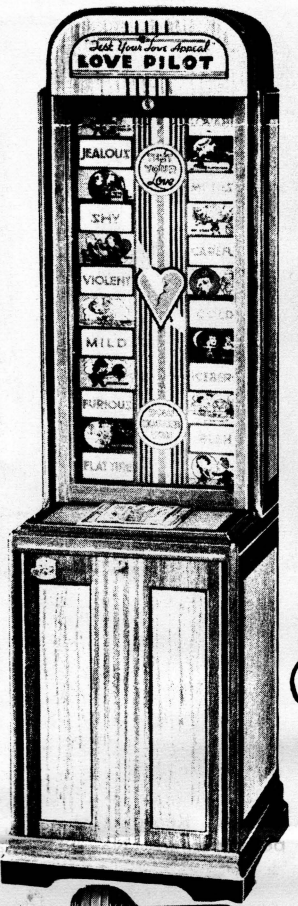

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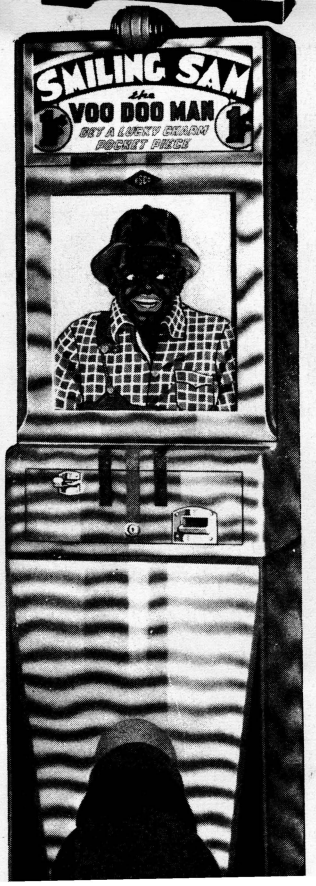

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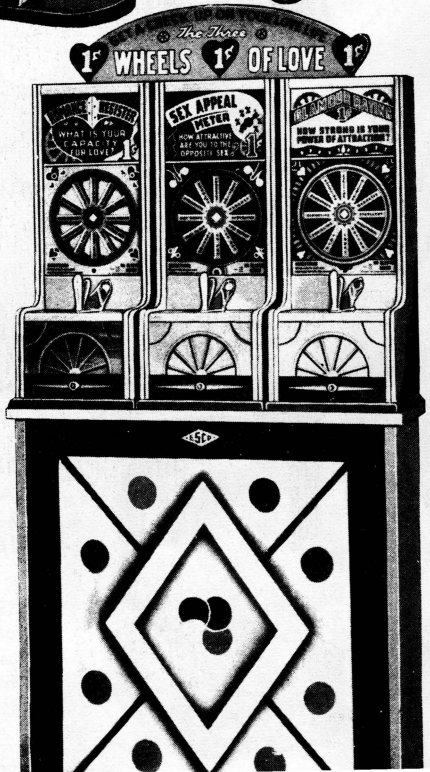


21—KISS-O-METER—Big thermometer for kiss rating. Deposit coin and watch the mercury rise when you squeeze the handle. Measures the thrill of your kisses. $150.00. N. 22x17.

22—MAGIC HEART—Squeeze the handle and see your love rating in the Magic Mirror. Star flashes and bell rings for description of you as lover. One to Five star rating. $195.00. N. 26x18.

23—SMILING SAM—Voo Doo man's face moves and his eyes roll when you deposit coin. Vends little lucky Pocket Card. $135.00. N. Cards only $1.50 per thousand. 22x15.

24—RAMASEES—Mysterious mummy casket with mystic mirror. Set indicator on question, and deposit coin. Startling full size skeleton head of Ramasees appears and answers questions. Popular. $150.00. N. 24x18.

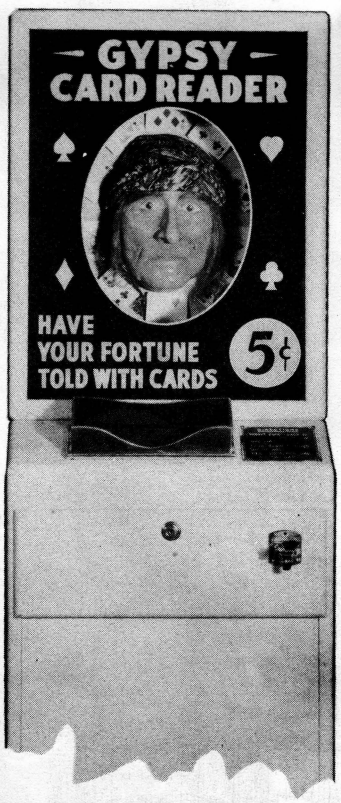
25—LOVE PILOT—Press hand on plate and lights flicker up and down column stopping at your love rating. $195.00 N. 22x21.

26—THREE WHEELS OF LOVE—A squeeze of the handles and the wheel spins to your fortune. Set of

FORTUNE TELLING MACHINES

28

28—EXHIBITS CARD VENDERS —Streamline card venders with lit-up top display cards. Most attractive vender ever made. Vender with base and 4,000 Free cards of your choice $40.00; No Base and 3,000 Free cards of your choice $30.00. Reorders of cards, $3.30 per thousand. New lit-up head to dress up your old machine, $5.00



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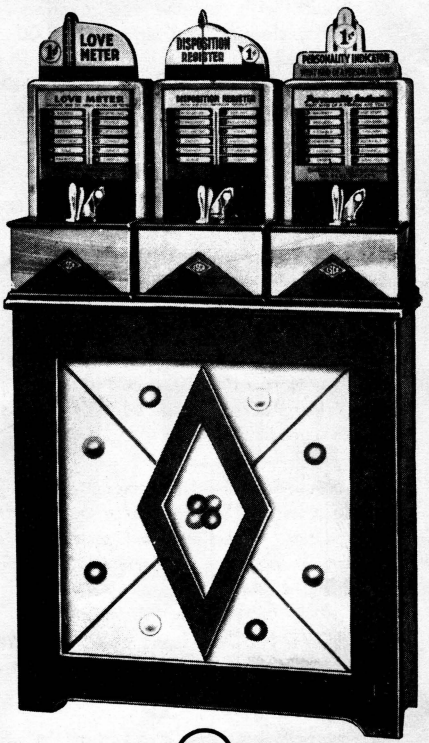
27—GRANDMOTHER'S PREDICTIONS—Life-like grandmother in cabinet, breathes, smiles and looks at player before vending card with fortune. Originally cost $1250.00. $195.00 R. 30x29.

29—THREE LITTLE METERS—Personality Indicator, Disposition Register and Love Meter give your rating for a squeeze of the handle. Set of 3 . $88.50. N. Complete with base $103.50. 36x11.

31—MYSTIC MIRROR — Fortune reflected through mirror. Many different fortunes. $65.00 R. 22x16. Not Shown

32—GYPSY CARD READER—Old witch's face with attractive blinker sign. Player gets five card reading through Magic Mirror for penny. $95.00 N. 20x12.



29

ATHLETIC MACHINES

32A—ASTRO - SCOPE — Horoscope readings according to selected dates. Figure of astrologer moves constantly. $123.50 N. 12½x40.

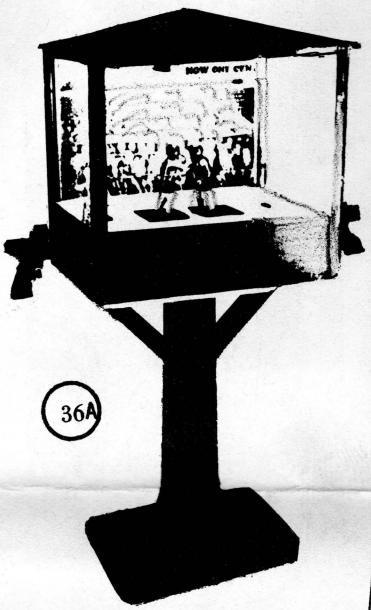
33—CHIN MACHINE — Popular with men and women. Player pulls himself up on rings. When head touches rubber mat at top, bell rings. At same time player receives vibration through arms and shoulders. $185.00. N. 22x36.

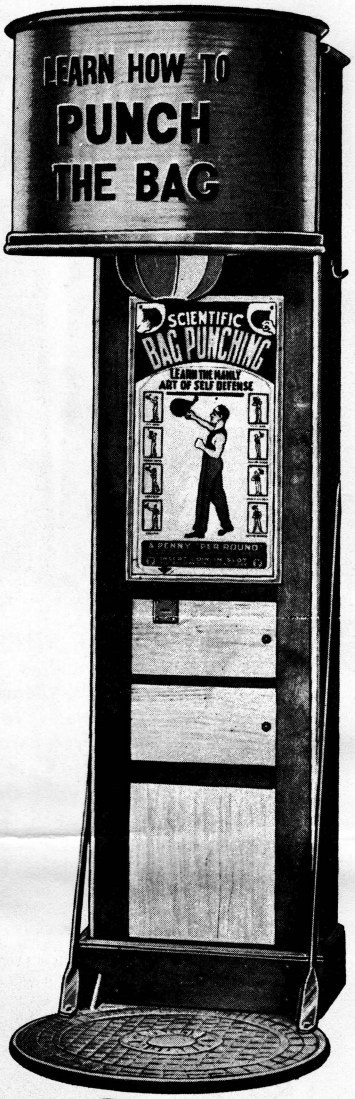
34—EXHIBIT'S 1941 PUNCHING BAG — Regular punching bag. Coin frees bag for ½ minute for scientific punching. No one punch — no "rough stuff". $235.00.N. 28x40.

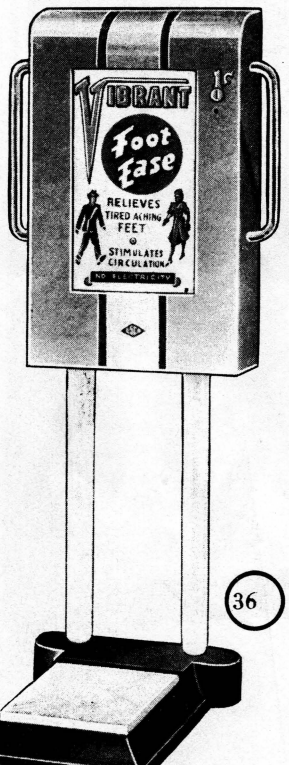
35—BICYCLE TRAINER — Player pedals real bicycle for speed test. Automatic patented brake stops machine. Time can be regulated. Great fun. $145.00. N. 19x71.

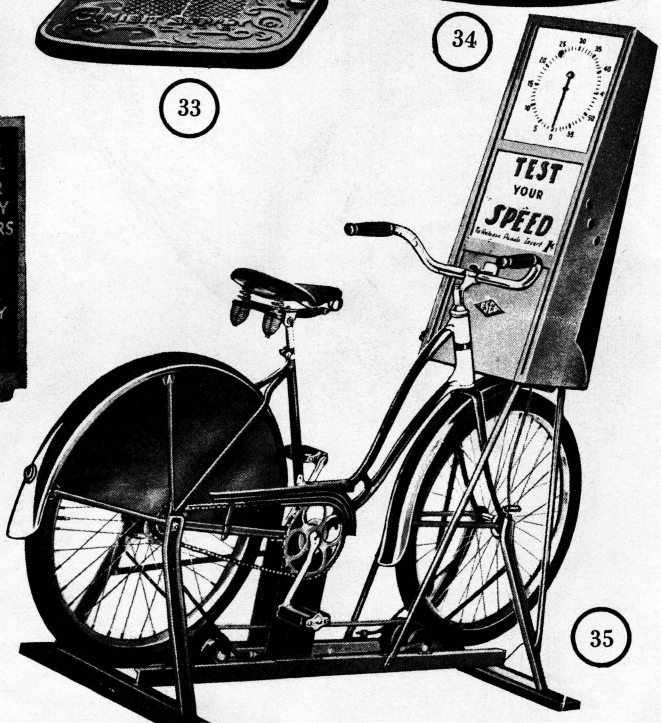
36—VIBRANT FOOT EASE—Relief for tired, aching feet. Modern, stream-lined cabinet is attractive and illuminated. N. $75.00. 19x20.

36A—KNOCK OUT FIGHTERS —Fastest penny grabbers in the arcade. Fighters controlled by gun triggers. They fall when hit on the button. Our models are rebuilt with bronze leg casting, shafts, sleeves and arms. $75.00 R. 36x23.

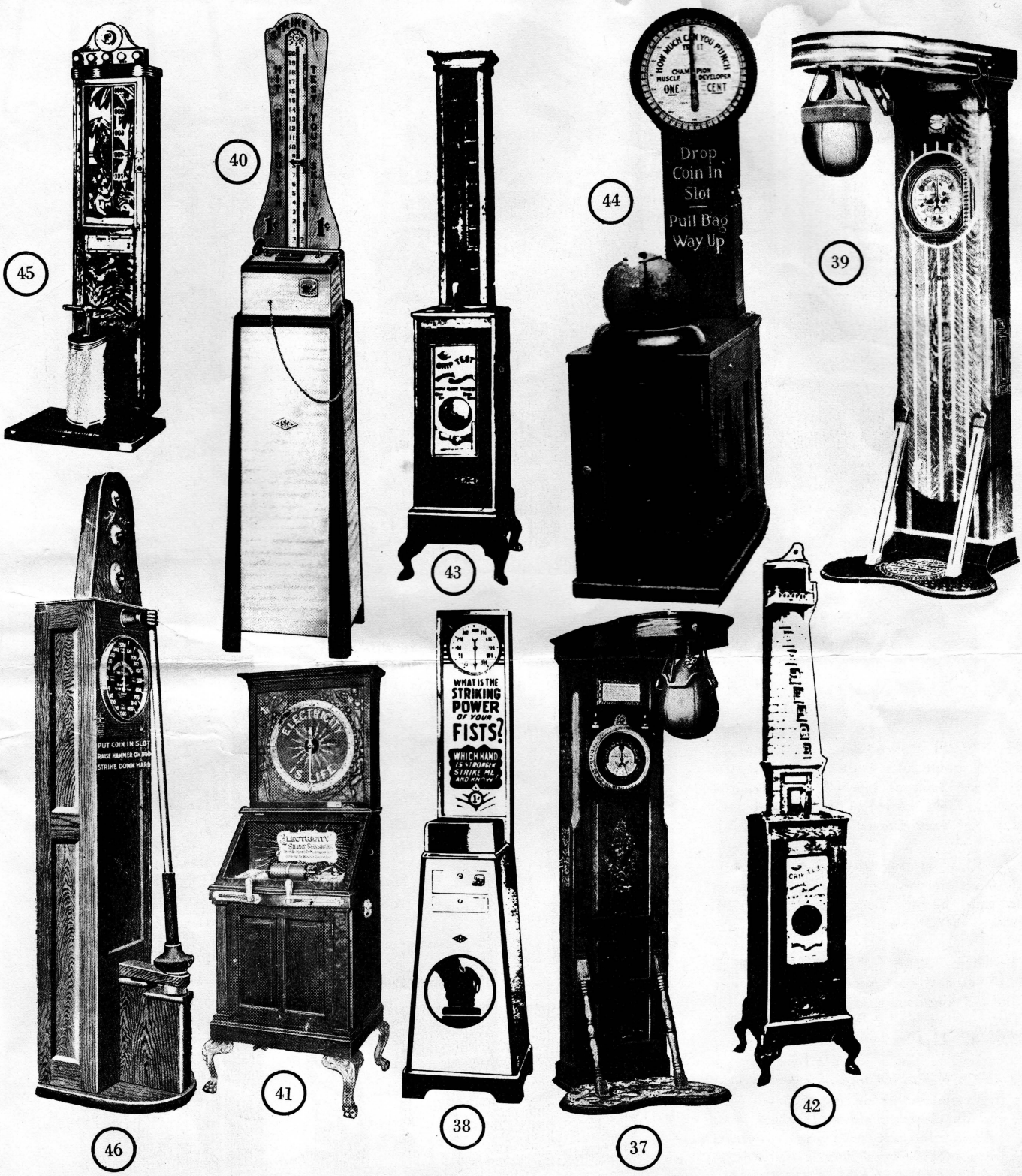








ATHLETIC MACHINES



37—MILLS PUNCHING BAG—Old time favorite for the boys who want to beat Joe Louis. With new bag. Watta sock! $95.00 R. 30x24.

38—FIST STRIKER—Downward punch on leather pad indicates force of blow. Lit-up back board shows strength of hit. Resets on next coin. $85.00.N.18x18.

39—MUTOSCOPE PUNCHING BAG—Old arcade favorite. Dial on face registers force of punch. Write 30x24.

40—HAMMER STRIKER—Miniature of big striker. Silent since button is bedded in rubber. Indicator remains at last blow until next coin. Machine only $19.75 N With base $26.00.

41—MILLS ELECTRIC SHOCKER—Large, attractive electric shock machine. Arm on dial registers flow of electricity. $65.00 R. 28x24.

42—LIGHTHOUSE TOWER GRIP—Player squeezes handle and light travels up the windows showing force of the pressure. Horn toots when lights reach top. $65.00.R.17x17.

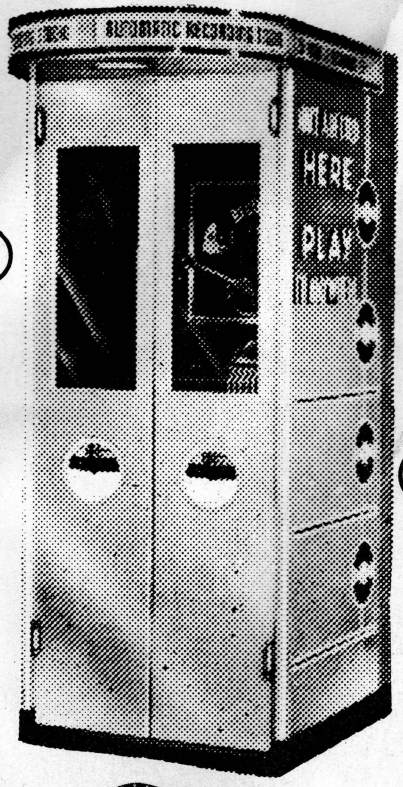
43—BALL GRIP—Ball rises under pressure of squeezed grip. Attractive and stable in arcades for many years. $65.00 R. 17x17.

44—CHAMPION BAG PUNCHER—Another arcade favorite. Punch on bag registers on huge dial at top of machine. $95.00. 20x43

45—LIFT-O-GRAPH—Mutoscope lift machine with tower of lights marking rise of lift strength. $195.00. 28x28.

46—BARNHARDT DIAL STRIKER—Plunge striker following heavy metal rod, shows force of blow on large dial. Machine locks after each play. Next penny releases striker again. $95.00 R.

MISCELLANEOUS



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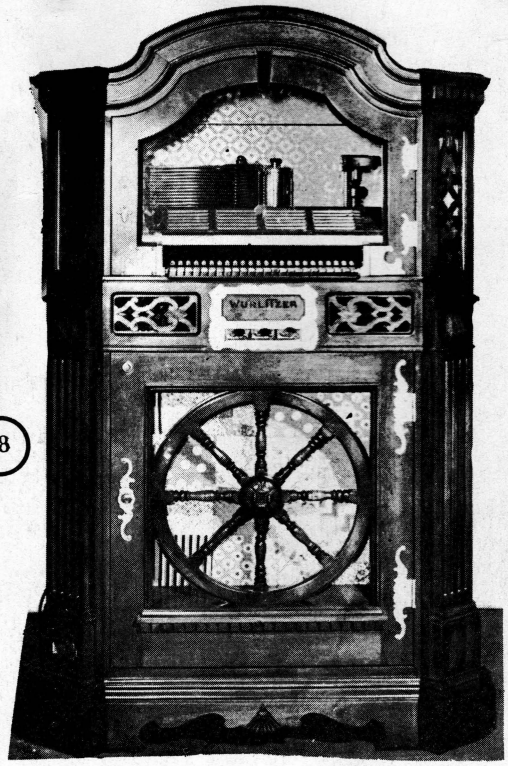

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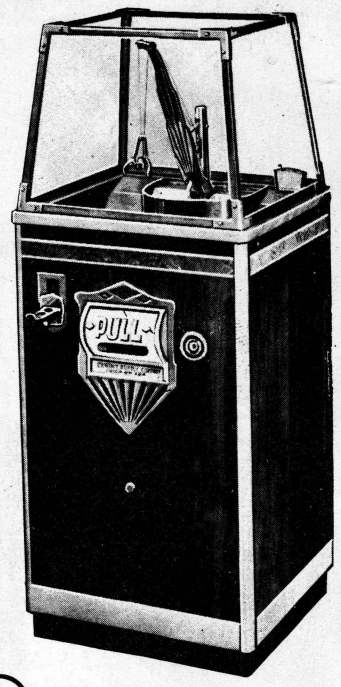

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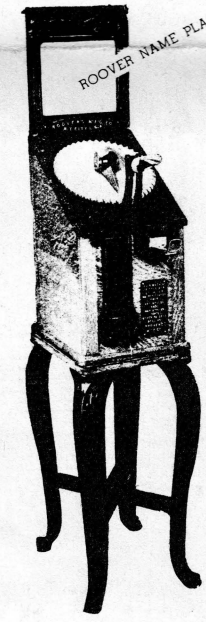

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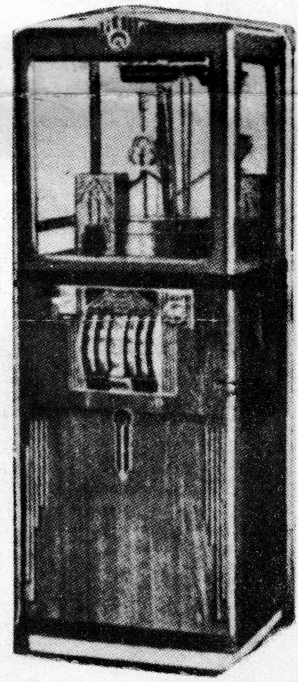

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47—CRYSTAL PALACE DIGGER—Glass covered top with mirror back makes all merchandise clearly visible. Player cannot get prize unless attendant opens machine for him. Roll chute model $253.50 N. 25x25.

48—WURLITZER COLONIAL PHONOGRAPH—Write for list of new and reconditioned phonographs of all makes and styles. 31x22.

49—CIGARETTE & CANDY MACHINES. All types of Cigarette Machines or Candy Machines. Large selection of new and used on hand. Write.

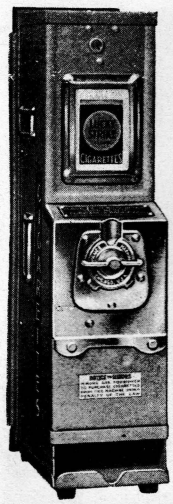
50—METAL TYPER—Prints round medal. Excellent for address, social security numbers, valises, key rings, bicycles, etc. $195.00 N. $125.00 R. 19x18.

51—VOICE RECORDIT—Phonograph record maker. Player sings or talks into mike and cuts record. Write for prices.

53—DIGGERS—Popular skill machine that is one of the Arcade's best attractions. Miniature crane lifts candy or prize and drops same to player. Write for prices on different makes.

55—ROOVER NAME PLATE—Prints name on strip of aluminum. Good money-maker. $135.00 N. $70.00 R. 12x16.

VENDERS



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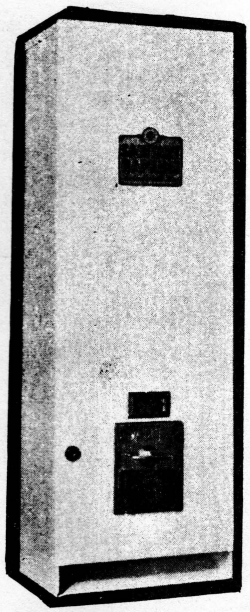

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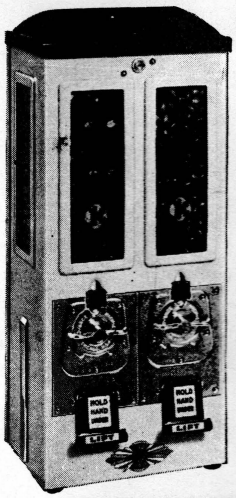


62

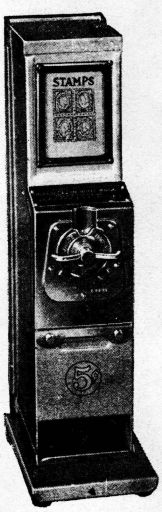
56—JENNINGS IN-A-BAG—One cent peanut machine vends nuts in sanitary glassine bag. Excellent coin mechanism. $7.50 R. 8x8.

57—ADVANCE POSTAGE STAMP VENDOR—Single column postage stamp vendor. Vends 4 - 1c or two 2c stamps for 5c. Or unit for 3 - 3c stamps for 10c. $15.00. N. Special price in quantities. 5x5.

58—ADVANCE 1c CIGARETTE VENDOR—Vends one cigarette for each penny. Single column. $18.00. N. Special price in quantities. 5x5.

59—ADVANCE MATCH BOX VENDOR—Counter machine to vend 1c box of matches. Excellent near cigar counter. $10.00. N. 12x12.

60—ADVANCE SANITARY NAPKIN VENDOR—Vends roled napkin with two pins for each coin. $12.00. N. 5x5.



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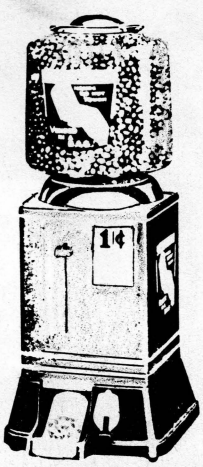

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61—SANITARY NAPKIN MACHINE. —Vends napkin flat in cellophane envelope with two pins for each coin. Twenty-shelf capacity. Reliable mechanism. $16.00 N. 12x8.

62—ADVANCE TWO-COLUMN NUT MACHINE—Attractive counter vendor with two columns for peanuts, Indian nuts, or pistachios. Write for new price. 12x10.

VENDERS

63—ADVANCE 2-COLUMN CARD VENDORS — Reliable Machines for vending Post Cards. Write.

64—CENT - A - MINT MASON MINT MACHINE—Five column Mason Mint 1c vendor. Positive delivery. Fool proof coin mechanism. Finest counter vendor yet devised. 11x18. Write for quantity price.

65—3 COLUMN SNACKS—Three column nut and lozenge vendor that is a great favorite. Attractive case. $8.50 R. 18x8.

66—OLD MILL—Closest machine to digger in operation. Coin releases wheel which player turns. Wheel scoop drops prize and candy to player. $35.00 R.

67—POST CARD VENDOR—Two slot card machine counter size. Silent salesman for scenic views, etc. Write.

68—HOT NUT MACHINE — Electrically heated element keeps peanuts hot in machine. Uses very little current. $18.00. 12x12.

69—ADVANCE PEANUT MACHINE —Sturdy and Dependable that is an old time favorite. Write.

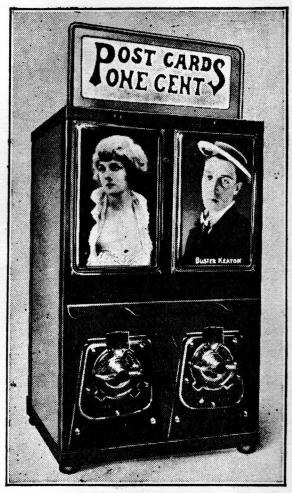
70—STEWART-McGUIRE 1c & 5c NUT VENDORS. Square vendor with one and five cent slots. Good delivery and steady earner. $4.50 R. 7x7.

71—TWO - IN - ONE VENDORS—Two column square nut vendor. Attractive case. $12.50. 12x10.

72—FOUR COLUMN EVEREADY NUT VENDOR—Four separate compartments for four different types of nut or candy. Counter model. Old favorite. $4.50 R. 16x10.

73—NORTHWESTERN DELUXE — Fine nut vendors. Write for details on all sizes.

74—SPITFIRE—Counter ball gum bomber. Coin sends bomb (ball gum) into cockpit of plane. Player adjusts over ship and aims for funnels. If bomb falls in funnel player gets winner. If missed, piece of ball gum rolls out to player. Write. 15x10.



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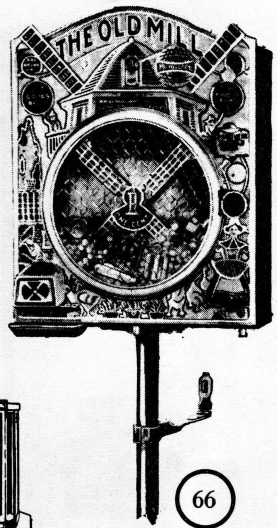

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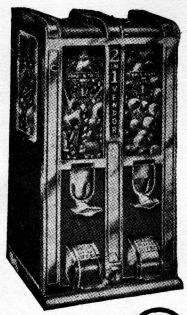
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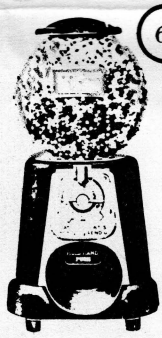

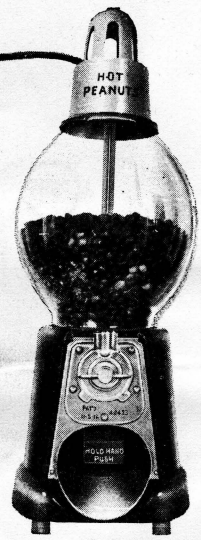

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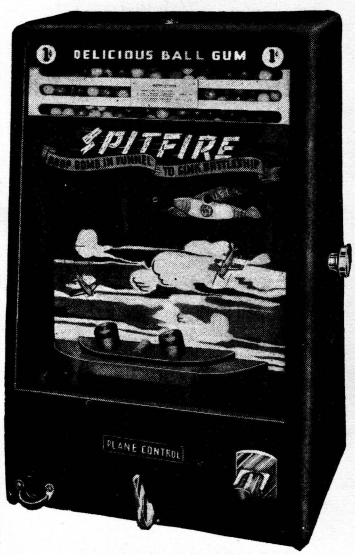

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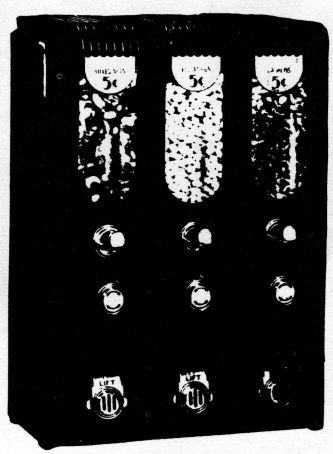

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COUNTER MACHINES

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CRISS-CROSS

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BINGO

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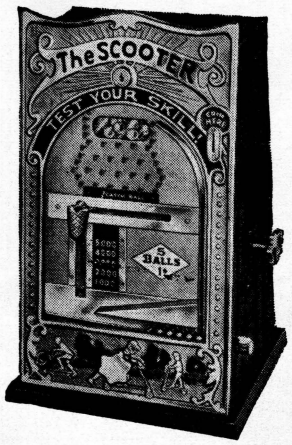


76

75—ELECTRIC SHOCKER — Counter size shock machine for penny play. Great favorite. $12.50 N.

76—SCOOTER—New 5 ball counter game. Bouncer at side of game shoots one ball at a time up alley into "crazy quilt" playing field. Ball bounces through pins and must be caught in movable scoop. Write. 12x9.

77—TOTALIZER — Counter skill machine. Five ball play. Each ball is flipped into little stationary baskets. Machine totals score automatically. Write. 12x9.

78—BINGO—Counter five ball game. Player must get one ball in each column for bingo. Vends ball gum each play. Write. 12x9.

79—CRISS CROSS—Counter three ball game. Player taps ball into pinfield for winning design. Vends gum ball with each play. Write. 12x9.

80—PIKES PEAK—New five ball counter skill game. Flip of wrist lifts ball on stages to top of machine. Score compartments for each ball played adds to total. Write. 14x12.

81—IMP—Cigarette or fruit reel counter game. Very small and good money-earner. Write for new price. 6x6.

82—HOLE IN ONE—One ball golf game. Ball of gum is golf ball. Player flips handle to make hole in one. Miss returns to player as ball gum. Hole in one is winner. Write. 12x9.

PARTS AND SUPPLIES

83—STANDS — Solid and skeleton stands for all types of counter or vending machines. $1.50 and up.

84—PACKS—For reducing intake of electric power into machines. All sizes. Write.

85—TRANSFORMERS & RECTIFIERS —State your needs. We can supply you with everything you may want in this field.

86—LOCKS—All makes and types. Save time by buying sets with same key to fit all your machines. Write.

87—STEEL BALLS—All sizes available. Order only in amounts of 50 or more. Please order by dimension and not by machine name.

88—COIN CHUTES—Available in 1c - 2c - 5c - 10c - 25c and all foreign coin chutes. Write.

89—COIN SLIDES—Slides which are interchangeable in coin chute carriage. To make 5c chutes into 1c and vice versa. Write.

90—PENNY RETAINER—Used to convert 5c coin slide to 1c. Write.

91—BELL TIMER—Timing apparatus to cut playing switches on games after play. Write.

92—CASH BOX ALARM—Ringing bell that makes loud noise when cash box door is jimmied or forced. Write.

93—PENNY SCALES—Scale for weighing pennies. Big time saver for arcades. $14.50.

94—COIN COUNTING MACHINE—Counts all coins from 1c to 25c or 50c accurately. Write for prices on different makes.

95—PENNY CHANGER — One touch of the finger and five pennies are dropped. Good for arcade attendants. N. $7.50 ea.

96—TUBULAR WRAPPERS — All denominations. Packed in boxes of 1,000. Write for quantity prices.

97—COUNTERS — Automatic counters for attachment to all coin operated slot mechanisms. Counts accurately. Write.

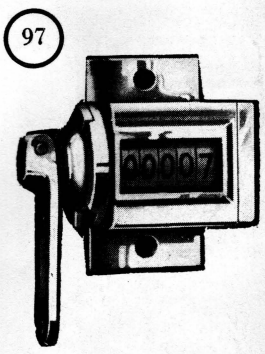
98—RUBBER RINGS — Live or dead rubbers for speeding or slowing the rebound ball action on the playing field of the game. All sizes. Write.

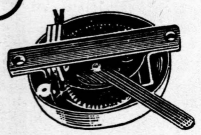
99—MUTOSCOPE REELS—Wide variety of all subjects. $15.00 ea. N. Allowance for old reels in 7000 series, $3.00.

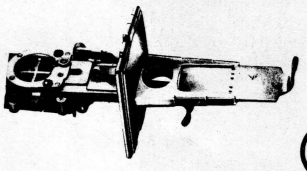
100—FIVE STAR BALL GUM—5/8" ball gum for all standard ball gum vending machines. $7.50 per case of 50 boxes.

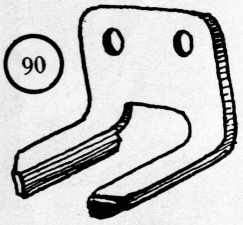
101—STRIKING BAGS — Heavy duty leather punching bags complete with bladders, for punching bags. Mills-Mutoscope, $9.50N. for pull up machines. $9.95 with bladders. Not Shown

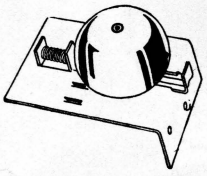
101A—BLADDERS—Good heavy - duty

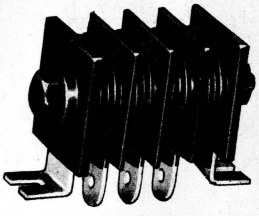




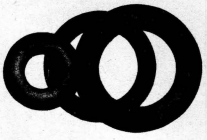


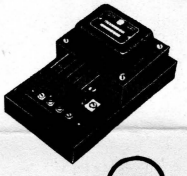


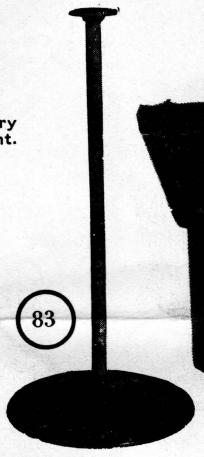


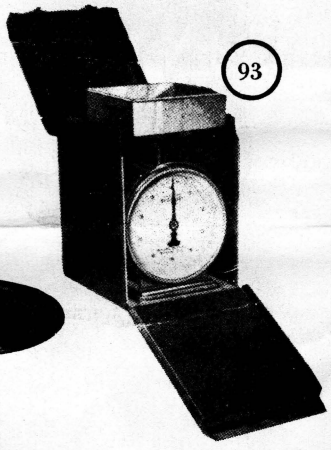


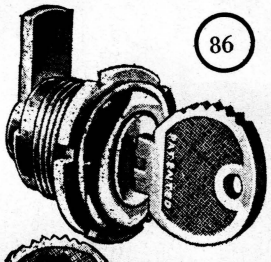
Transformers For Every Pin Game Requirement.

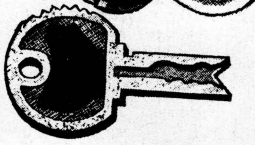


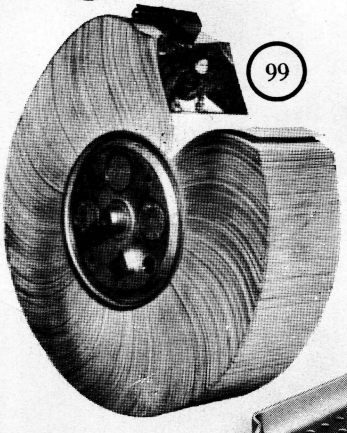


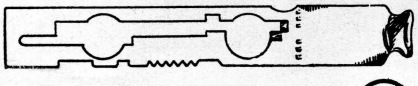




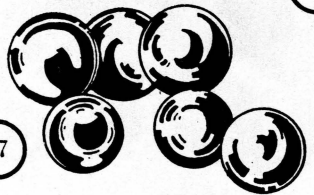




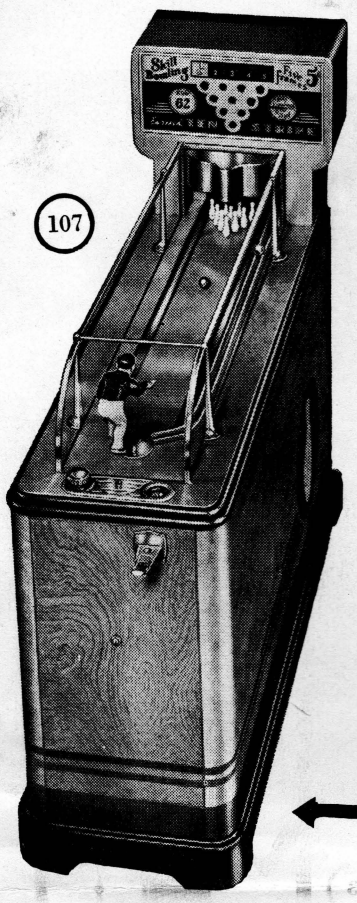




COUNTS AND WRAPS PENNIES, NICKELS, DIMES, QUARTERS AND HALVES!



SPORT MACHINES



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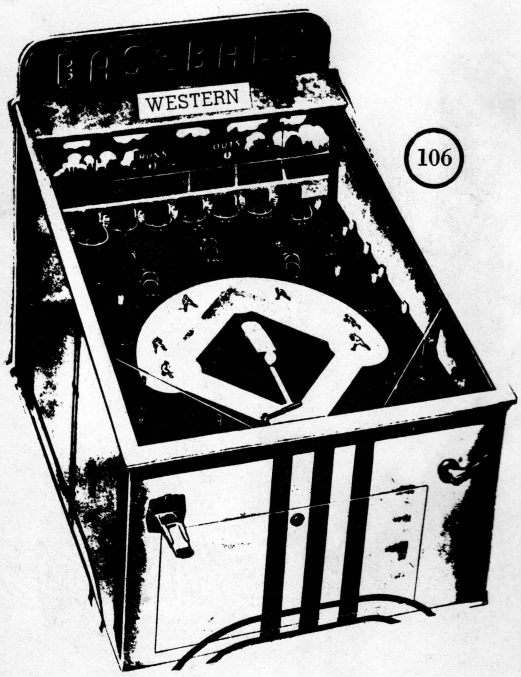

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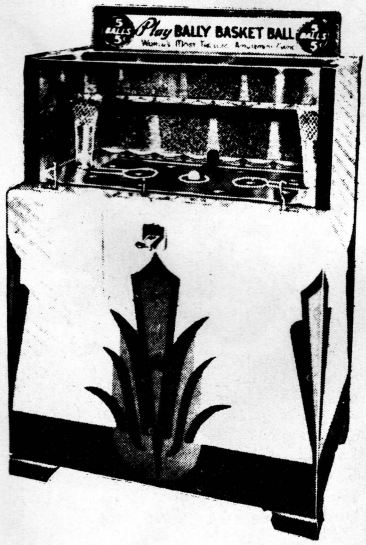
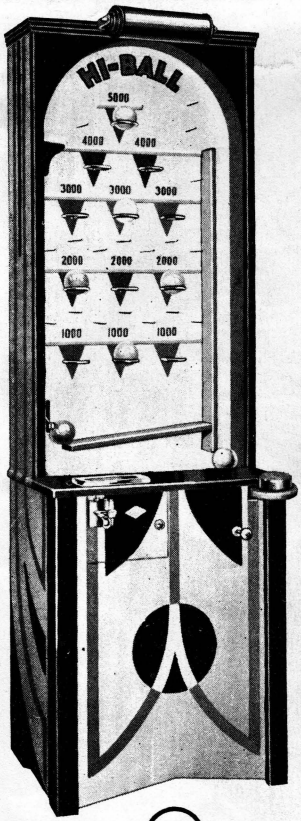


104

107—EVANS TEN STRIKE (BOWLING ALLEY)—Miniature Bowling Alley with all the thrill of a full sized game. Scores strikes and spares. Plays five frames. Write. 20x61.



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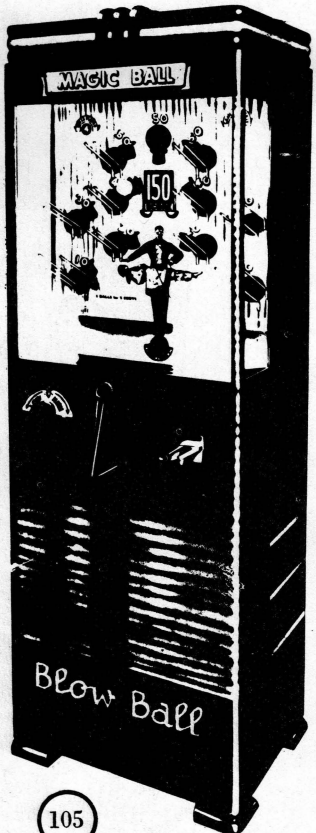


105

102—DRIVE-MOBILE—A thrill game to suits anyone's taste. Keep on the road across the country. Anytime you drive off the road, you are delayed and lose time. Time limit is set. $269.50 N. 32x21.

103—EXHIBIT HI-BALL — Five ball bounce game. A smart rap on the tossing lever shoots a ball through a series of rings. Score shows on each ring. $45.00 R. 26x20.

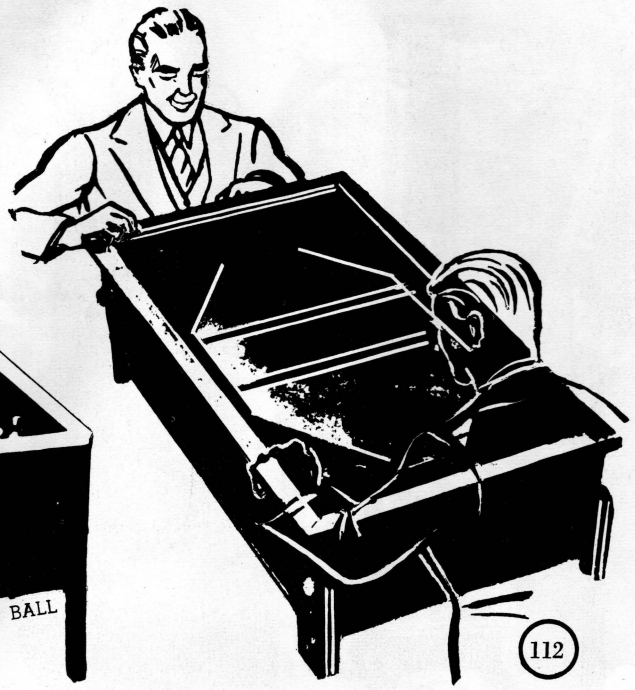
104—BASKET BALL — Two-player game that operates on idea of snapping handles. Each snap throws the ball towards the basket. Lots of action. $45.00 R. 35x25.

105—BLOW BALL — Favorite ball blower that works on electrically operated column of air. Ball is controlled by skill of player to get high score by blowing ball into scoring holes. $55.00 R. 24x17.

106—WESTERN BASEBALL — All models of this machine are interesting baseball games. Automatic pitcher throws ball. Players presses bat control handle to swing bat. Hits and runs register like in real game. Exciting and realistic. 1939; 1940; 1941. Write. 31x47.

SPORT MACHINES

109



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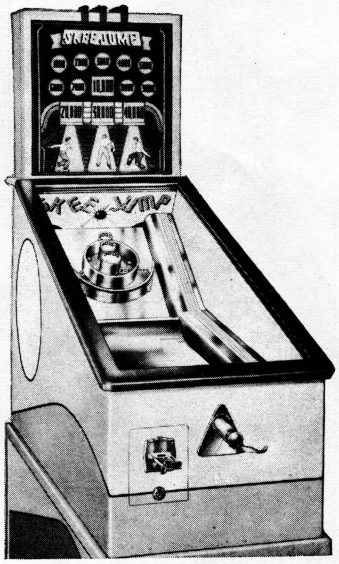


111

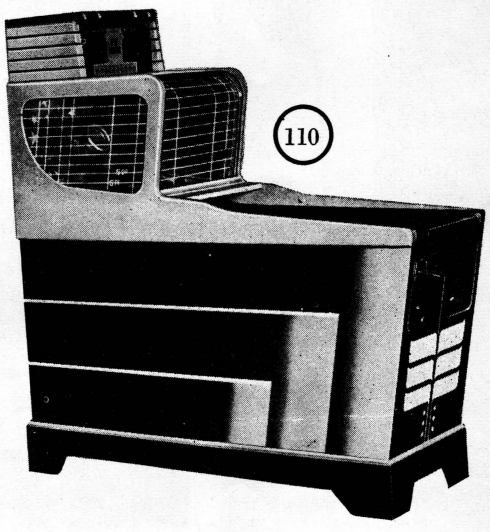
109—PACIFIC PLAYBALL — Realistic baseball game where player swings little bat to hit balls as pitched by automatic pitcher. Field is marked for hits and outs. Three outs ends game. $45.00 R. 31x42.

110—ROLL IN THE BARREL—Player rolls ball at rotating barrels. Each ball falling into the barrel scores on backboard. 21x50. Write.

111—SKEE JUMP (MINIATURE SKEE BALL)—A fast high scoring machine with a lighted backboard. Balls are shot by means of spring into scoring baskets. $55.00 R. 22x50.

112—HOCKEY—Two-player game with all the thrills and action of real hockey. Balls roll out on playing field and object is to knock them into opponent's goal. Seeburg $35.00 R. Mutoscope $45.00 R. 44x22. New 1941 Mutoscope $75.00.

108—SKILL JUMP—Drop ball down ladder into high score compartments. Fast wrist action and good sense of balance necessary. $35.00. R 22x10.



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